Fontys University of Applied Sciences

Event manager

Project Plan

**ProP**

**Code Embassy**

Ivelin Slavchev

Vasil Sirakov

Lyubomir Yankov

Marina Tzenkova

**Contents**

[Project Statement 3](#_Toc476407718)

[Formal Client 3](#_Toc476407719)

[Project Team 3](#_Toc476407720)

[Current Situation 3](#_Toc476407721)

[Problem Description 3](#_Toc476407722)

[Project Goal 4](#_Toc476407723)

[Project Deliverables and Non-Deliverables 4](#_Toc476407724)

[Project Constraints 4](#_Toc476407725)

[Project Risks 4](#_Toc476407726)

[Project Phasing 6](#_Toc476407727)

[6](#_Toc476407728)

[Phase 1: Initiation 6](#_Toc476407729)

[Phase 2: Documentation and Design 6](#_Toc476407730)

[Phase 3: Build 7](#_Toc476407731)

[Phase 4: Test 8](#_Toc476407732)

[Phase 5: Deploy 8](#_Toc476407733)

# Project Statement

## Formal Client

The client of the project is a company that organizes musical festivals and events. The client has an event planned and needs a system to help manage it.

## Project Team

Ivelin Slavchev

[i.slavchev@student.fontys.nl](mailto:i.slavchev@student.fontys.nl)

Vasil Sirakov

[v.sirakov@student.fontys.nl](mailto:v.sirakov@student.fontys.nl)

Lyubomir Yankov

[l.yankov@student.fontys.nl](mailto:l.yankov@student.fontys.nl)

Marina Tzenkova

[m.tzenkova@student.fontys.nl](mailto:m.tzenkova@student.fontys.nl)

## Current Situation

The company wants to organize a music festival that starts on Friday evening and lasts the whole weekend. The event will take place near camping “Park Kuierpad”. The company needs a software system that can be used to manage the whole event.

## Problem Description

The main objective is to create a system that will be used to manage a music festival. The system needs several applications to manage activities such as registering visitors, providing information for the festival, camping reservations, shops and a stand where visitors can borrow items. The system should also have social media integration which will allow visitors to share their experiences. An application is also required for monitoring visitors that leave the festival. The system must provide additional information to the festival organization:

* Current status of a certain visitor
* The transaction history of a certain visitor
* Expected visitors
* Current number of visitors
* Visitors that have left the festival
* Total balance of all event-accounts
* Total money spent by visitors at the event
* Number of booked camping spots and revenue generated from them
* Free camping spots
* Revenue of each shop
* Sold units of each offered article

## Project Goal

The goal of this project is to provide an intuitive and reliable system for managing music festivals. The system must be able to provide solutions to all of the highlighted problems and must be easy to use.

## Project Deliverables and Non-Deliverables

The deliverables for the project are:

* Web application for ticket purchases
* Well-designed database
* Application for entrance at the event
* Application for entrance at the camping place
* Application for shop management
* Application for stand for borrowing items
* Application for leaving the event
* Application that provides statistics about the event
* Application to process PayPal information

The project non-deliverables are:

* Source code of the application
* User manual
* Code tests

## Project Constraints

***Constraint 1:* Client availability**

Limited amount of meetings with the client.

**Constraint 2:** **Time**

Deadlinewe must abide to. Project must be finished in 4 months.

**Constraint 3: Technological**

C# works only on Windows, hence development must be done only on Windows.

**Constraint 4: English language**

Team members don’t speak Dutch so the system as a whole will be in English.

## Project Risks

**Risk 1: Deliverables not presented on time**

*Probability:* Low

*Impact:* Medium

*Steps to prevent:* Keep track of agenda and schedules.

*Clean up action:* Present deliverables as soon as possible.

**Risk 2:** **Client not satisfied with deliverables**

*Probability:* Low

*Impact:* High

*Steps to prevent:* Have frequent meetings with client and stick to created plan.

*Clean up action:* Discuss needed changes and apply them.

**Risk 3: Unpredicted technical difficulties**

*Probability:* Medium

*Impact:* Medium

*Steps to prevent:* Practice and research planned technologies.

*Clean up action:* Ask more experienced member or a technical expert for ways to solve the difficulties.

**Risk 4: Team member unavailable due to sickness**

*Probability:* Medium

*Impact:* Medium

*Steps to prevent:* Live a healthy lifestyle.

*Clean up action:* Distribute workload across available members.

# Project Phasing

# 

Design

Initiation

Build

Deploy

Test

Test system

Build system

Design system

Start-up

project

Deploy system

Document project

Build database

**M5**

**M4**

**M3**

**M2**

**M1**

wk1 wk3 wk6 wk13 wk15 wk16

*Figure 1. Activities and milestones*

## Phase 1: Initiation

Activity: Start-up project

Tasks for the activity are:

1. Interview client
2. Discuss current situation, problems, desired end situation
3. Set the project goal
4. Organize the team
5. Organize resources

Estimated duration is two weeks.

Deliverables for milestone **M1** are:

* Project plan - first version
* Group name and logo

## Phase 2: Documentation and Design

Activity: Document project

Tasks for the activity are:

1. Finish project plan
2. Finish setup document
3. Provide process reports

Estimated duration is two weeks.

Activity: Design system

Tasks for the activity are:

1. Design classes and methods
2. Design database
3. Design user interface of website
4. Design applications

Estimated duration is three weeks.

Deliverables for milestone **M2** are:

* Project plan
* Setup document
* Process report
* Database ERD
* Static version of website

## Phase 3: Build

Activity: Build system

Tasks for the activity are:

1. Develop back-end of web application
2. Build application for entrance to the event
3. Develop application for camping
4. Build app for shop management
5. Develop app for loan stands
6. Build application for leaving the event
7. Develop app for statistics
8. Implement PayPal log support

Estimated duration is six weeks.

Activity: Build database

Tasks for the activity are:

1. Build database from ERD
2. Populate database

Estimated duration is one week.

Deliverables for milestone **M3** are:

* Web application
* App for entering event
* App for camping
* App for shop management
* App for loan stands
* App for leaving event
* App for statistics
* PayPal support
* Populated database

## Phase 4: Test

Activity: Test system

Tasks for the activity are:

1. Connect system with database
2. Conduct both user and unit tests
3. Observe results
4. Improve system if needed

Estimated duration is two weeks.

Deliverables for milestone **M4** are:

* Tested system connected with a database

## Phase 5: Deploy

Activity: Deploy system

Tasks for the activity are:

1. Deploy system for use
2. Create a presentation

Estimated duration is one week.

Deliverables for milestone **M5** are:

* Deployed system and database
* Presentation